NUS-NT9E-USA

Disney PRESENTS

Tigger's Honey Hunt

INSTRUCTION BOOKLET

NINTENDO 64

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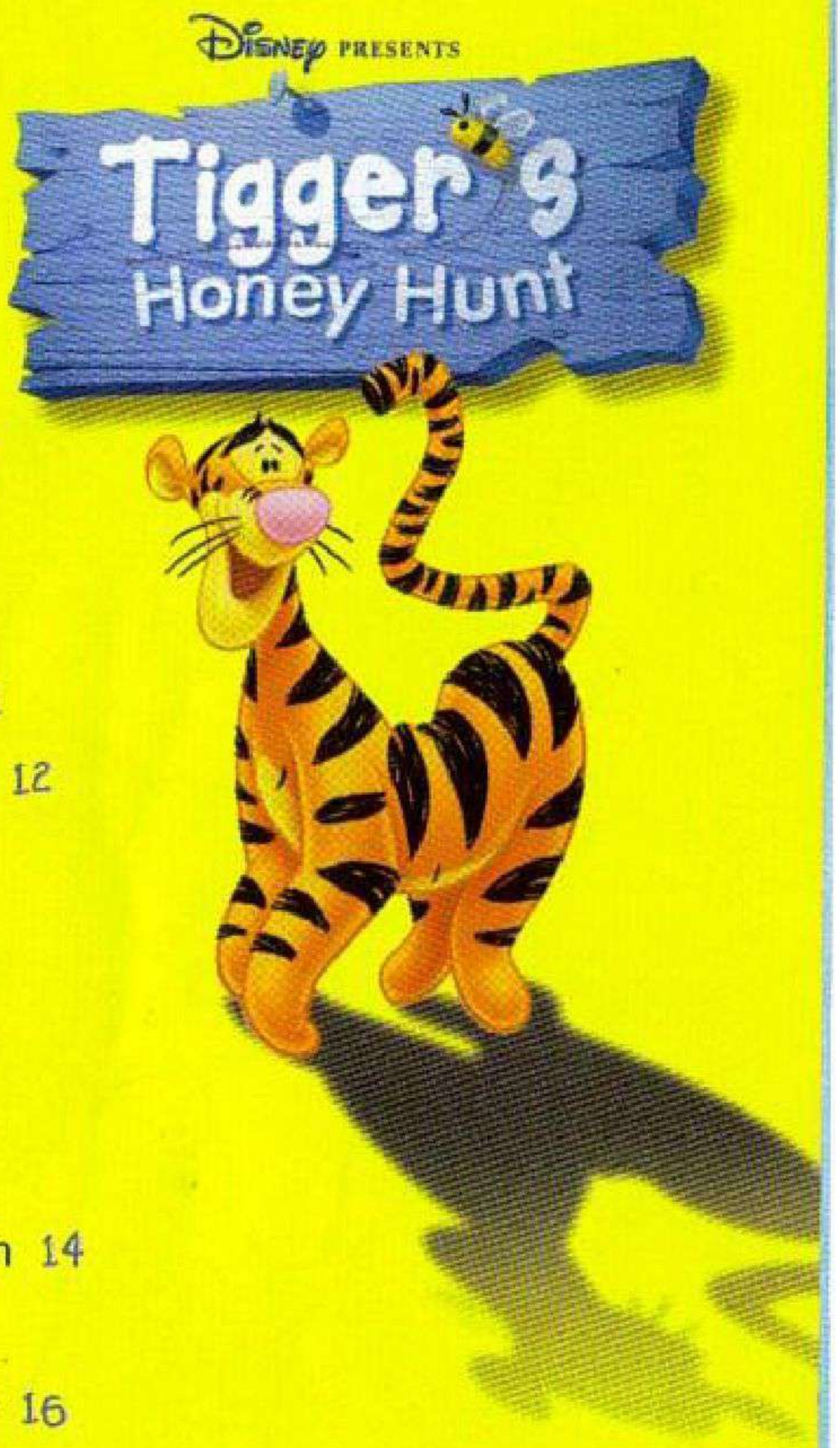


N64® CONTROLLER

Using the +Control Pad

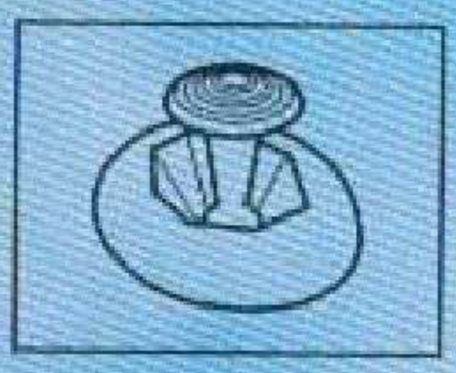
- ▲ Move Tigger forward
- ▶ Move Tigger right
- ◀ Move Tigger left
- ▼ Tigger turns around

CONTROL STICK FUNCTION

The Nintendo® 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

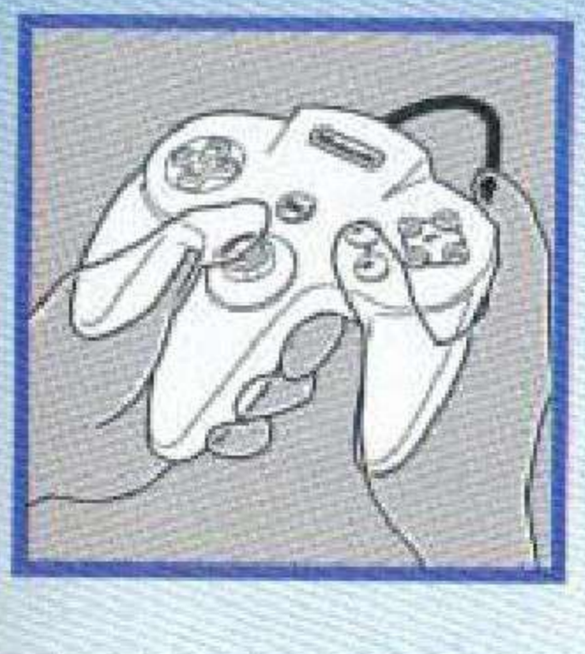
When turning the Control Deck power ON, do not move the Control Stick from it's neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.



To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.



THE STORY

On one lovely Summer's Day whilst stumbling around his home, Pooh bear had an idea. He decided to hold a big party for all his friends for being, well, his friends!

Winnie the Pooh started to daydream. "I could hold a big party for all my friends," he thought to himself. "And that means I could have lots and lots of HONEY! Mmmm..." Pooh wondered how he would be able to collect enough honey pots for the party. Suddenly... "OOF!" Tigger came bouncing into Pooh Bear's house, tripping over the empty pots of Honey and tumbling straight into Pooh. "Hullo. I'm Tigger! That's T-I-double-guh-Er, and that's me!"

Pooh, lying flat on his back with Tigger on his tummy, looked up. "I know...you've bounced me lots and lots of times." Tigger rolled off Pooh and right into a pot full of sticky Honey. "Let me get that please!" said Pooh trying frantically to pull the Honey pot off Tigger's leg but ended up flying back into a pile of empty pots instead.

"Bother," said Pooh. The muffled voice came from the Honey pot now firmly wedged onto his head. "Yeachh!" said Tigger. "What do these Pooh bears like about this icky sticky stuff anyway?" he asked while trying to shake off the sticky Honey. "Tigger," said Pooh, another great idea entering his head, "Would you collect as many pots of Honey as you can for me? I want to hold a big party for all my friends!" said Pooh, proud of his great suggestion. "Of course I will Pooh-bear. Collecting Honey pots is what Tiggers do best!" Tigger said excitedly.

"Well no time for goofin' off, I got collecting ta do! T-T-F-N, Ta-ta-for now!" And with that Tigger bounced off to start his adventure, while Pooh bear continued to happily eat away at the Honey in the pot still stuck firmly on his head.

Welcome to the Tigger's Honey Hunt game manual.

MENUS

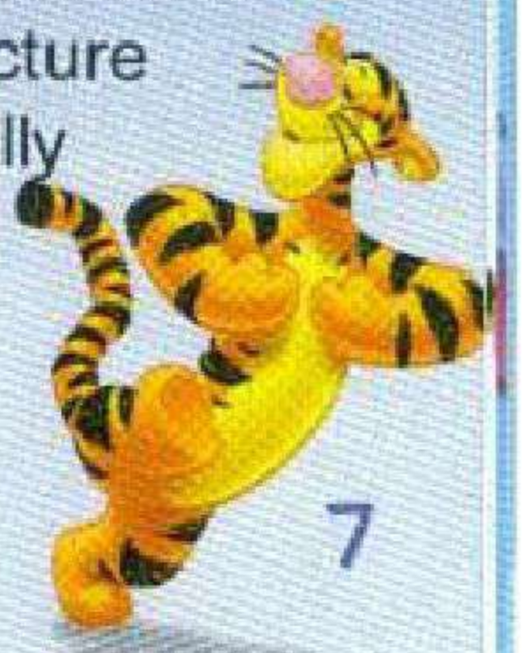
"I found this book that describes the action of something called the 'The Main Menu' of the game," Owl said blowing the dust off a huge old leather-bound book as ancient as the hundred-acre woods themselves. "Why this book has been in my family for centuries!" Owl proudly exclaimed, fitting a monocle to his eye. "Now let's see..." said Owl, as Tigger's attention started to wane, and he yawned and sank deeper into the old chair.

Tigger's Adventure Game

"Ah the Main Menu," said Owl. "From here you can choose either one of the following options, said Owl peering ever closer to the pages. "Now lets see, we have TIGGER'S ADVENTURE - that's where one goes on the adventure to find Honey!" tracing the words with the tip of his wing. "After selecting, choose either 'New Game' to start the adventure fresh or 'Load Game' to continue where you last saved the game."

Load and Saving Games

"To load a previously saved game, one simply selects the 'LOAD GAME' option from the book and then highlights the previously saved game one wishes to load, pressing the A BUTTON to select it. "Then, to save the game, one simply selects the 'SAVE GAME' option from the menu then highlights one of the free save slots! Pressing the A BUTTON will save ones' game." Said an evermore-intrigued Owl, "Save and Load slots are denoted by a picture of a tree. A tree will turn colors when one has successfully saved a game" exclaimed Owl. "I say, how ingenious!"



Classic Mini Games Menu

Still sitting firmly in his chair, Owl continues to read from the book as Tigger slowly starts slipping off the chair. "The next option is the Classic Mini Games where one can play some games with friends. See Page (9), for the rules of those games", said Owl pausing for a second has he checks the contents of that page, chuckling to himself.

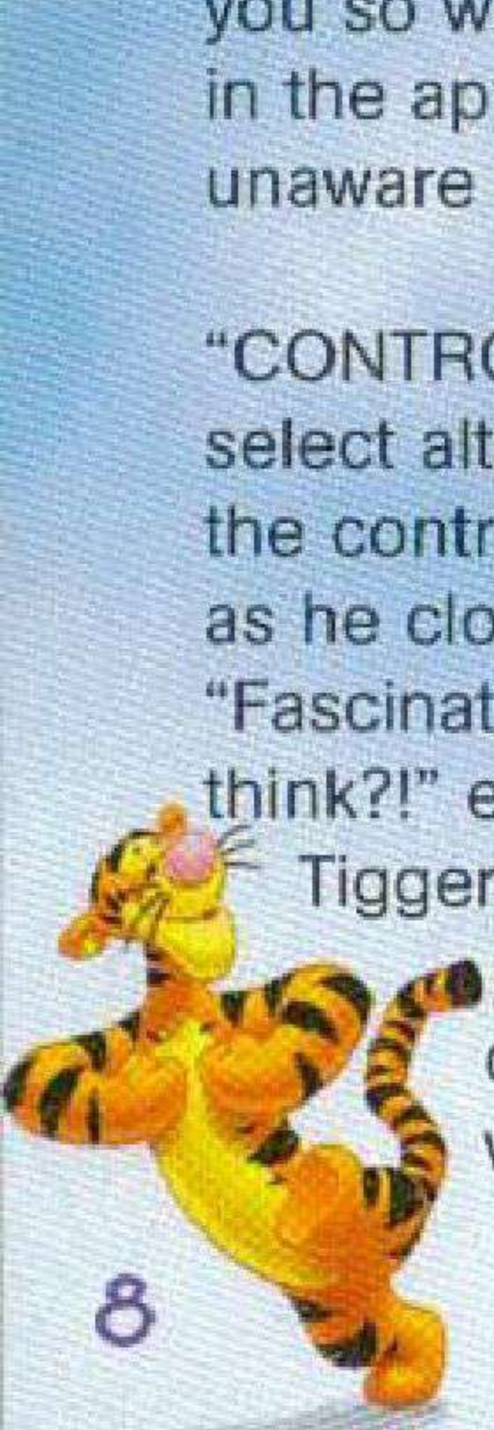
Options Menu

"The OPTIONS allow one to personalize the game," said Owl turning the page as Tigger sits suddenly upright in the chair as though he had never fallen sleep.

"By Selecting either 'SOUND EFFECTS or 'MUSIC' allow one to adjust their volume by pressing LEFT or RIGHT on the CONTROL PAD OR CONTROL STICK to increase and decrease the volume respectively. You can alter these volume levels from the in-game menu." Tigger begins to yawn again, shutting his eyes, his tired head and sausage-like body slowly tipping forward.

"SCREEN OPTIONS allow you to adjust the position of the screen if you so wish by pressing the DIRECTIONAL PAD OR CONTROL STICK in the appropriate direction," said Owl sipping tea from his cup, still unaware of Tigger slowly tilting forward.

"CONTROLS allows one to select alternative buttons for the controls,[df1]" said Owl as he closed the book. "Fascinating, don't you think?!" enthused Owl as Tigger's head flopped straight into his cup of tea. "Obviously," whispered Owl.



THE CLASSIC MINI GAMES

Turning the page, Owl peers at the three pictures through his monocle, continuing to read out loud to Tigger. "Now it says here that You can play either of the three Classic Mini Games, except Owl Paper Scissors, with up to four players!" said Owl looking up for a moment from the pages. "Make sure that your additional controllers are inserted into the controller ports. When the multi-player screen appears use Controller 1's Directional Pad to choose the number of controllers you wish to play with. Then press the A Button to choose.

"Choose the game you wish to play by using the Control Pad or Control Stick and pressing the A BUTTON to select it. One will now be able to choose the difficulty level they wish to play – either an EASY or HARD version of the game!"

"After you select the difficulty setting, you'll need to choose how many players you'll want to play," Owl instructed now deep in concentration, not noticing Tigger dropping a sugar cube and missing his cup. The sugarcube then bounced under a nearby table.

Pointing at the sketches in the book Owl reads, "Notice the interesting icons that describe what each part of the Controller is used for. A RED CROSS denotes that this player is already selected, while the SMALL PAW denotes a computer-controlled character. Isn't technology marvelous these days? I remember once when uncle...oh now I can't remember his name. What was it?" said Owl, thinking to himself for a minute or so, and finally conceding. "Nevermind!"

"Now it says here one uses the L and R Directional BUTTONS to select the players one wishes to play against and should press the A BUTTON when happy with the selection." By this time Tigger is crawling under the table, trying to retrieve the rouge sugar cube, and knocks the table.

The globe on top falls to the ground and rolls along past an impervious Owl still continuing to read from the book. "See Descriptions of the 3 CLASSIC MINI GAMES below in the manual for information on the games," said Owl as Tigger finally caught up with the globe. "Well I say, that's jolly simple," says Owl as he closes the book and removes his monocle, looking up just as Tigger manages to return the Globe to the table and sit back in his chair, tea in hand.

1) Rabbit Says

Tigger came bouncing into the garden, squashing all the plants and vegetables and knocking over the wheelbarrow. "Hello Rabbit, I'm Tigger. That's T-I-Double..." "Oh, please don't spell it," interrupted Rabbit. "Oh, dear. Just...just look...at my beautiful garden," he said while surveying the chaos caused by Tigger. "Yuck. Messy isn't it?" frowned Tigger.

Frustrated, Rabbit sits down in his chair and sighs, "Ok Tigger, let's play a little game. I need something to relax me." "Oh good!" shouted Tigger. "I love games!! Wadda I have to do?!" he said bouncing up and down on the spot.

"Watch the grimaces I make with my face very carefully Tigger," said Rabbit, "and before the time runs out, press the corresponding Yellow 'C' BUTTONS on the controller for the sequence of 'C' BUTTONS that appear over my head each time I grimace. If I show an UP BUTTON, you should press the Yellow 'C' UP BUTTON, too. And when I show the DOWN BUTTON, you should press the Yellow 'C' DOWN BUTTON. Easy, yes? !"

"No problem Rabbit old buddy...who-hoo-hoo!" Tiggered assured him. "Quiet ,said Rabbit, now positioning himself to show the first face.

2) Pooh Sticks

"Hello! I'm Tigger, that's T-I-double D-guh, and that's me!" said Tigger pouncing onto Pooh and sitting comfortably on Pooh's stomach.

"Hello Tigger," said Pooh, more than used to this by now.
"What's you doing Pooh-boy?" said Tigger stepping off Pooh.
"I'm playing Pooh Sticks with Christopher."

"Pooh Sticks you says? Mmmm...how do we play Pooh sticks?" asked Tigger with bouncy and puzzled enthusiasm, his attention now firmly on the sticks drifting down the stream. "Well," said Pooh. "Each player drops a stick at the same time into the stream in roughly the same area," said Pooh picking up a choice stick. "The aim is simply to be the one whose stick comes out from underneath the bridge first!" said Pooh with an air of excitement in his voice. But Tigger was already leaning over the edge of the water with a stick in his hand. Christopher Robin looked on and smiled.

"Looking at the screen," said Pooh, "Use the Control Pad or Control Stick to move the stick around the stream and then press the A BUTTON at the point you wish to drop your stick. Now remember," said Pooh as Tigger threw his stick randomly into the water. "Look at the flow of water and try to avoid the blue patches." But it was too late. Tigger had already thrown his stick into the water and had bounced to the other side of the bridge to see where it would come out... "You have to drop the stick at the same time as everyone else," said Pooh, knowing this was going to be a long day...

3) Owl. Scissors. Paper

"You see it all started one day when..." "Tiggerific!" interrupted Tigger before Owl could relate his tales of old. "Erm, Owl what is this Paper-scissors-thingamabob?".

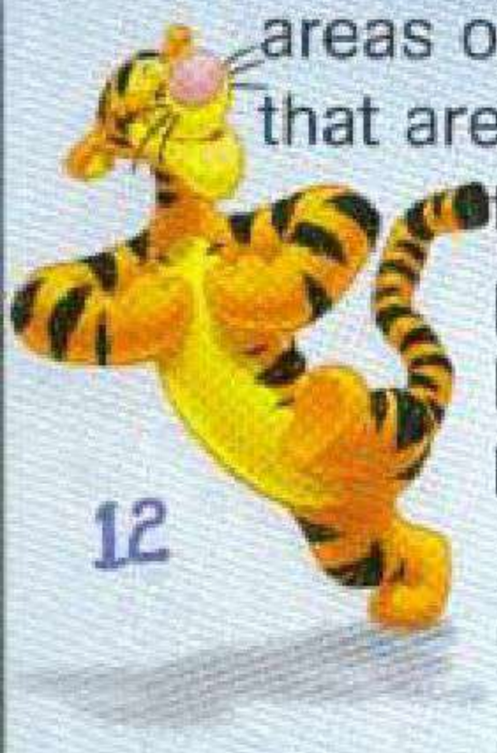
"I'm glad you asked!" enthused Owl. "It's an elegantly simply but jolly fun game. What you have to do is choose either the Rock, Paper or Scissors on the count of three and counter the other persons choice," said Owl, clearly losing Tigger at this point. "So one simply chooses either the rock (RIGHT Yellow 'C' BUTTON), scissors (DOWN Yellow 'C' BUTTON) or paper (LEFT Yellow 'C' BUTTON) and presses the corresponding button on one's controller before the timer runs out!" hooted Owl. "For example, pressing the DOWN Yellow 'C' BUTTON chooses the scissors...cream and sugar with your tea?" asked Owl, pouring hot tea into a cup for Tigger.

"But I'm confused. How do I win?" questioned Tigger, still clearly puzzled. "Ah my dear friend, that's simple!" laughed Owl, placing the pot of tea back onto the table in the far corner. "A rock blunts scissors, scissors cut paper and paper covers the rock!". "So if you chose scissors and I chose a rock, I win as my rock blunts your scissors!" "Sugar?"

TIGGER'S ADVENTURE GAME

Map of the Woods

"A map-er-gey-call-it?" said Tigger, staring blankly at the map on the table. "Why, that's a map of the Hundred Acre Wood!" said Owl. "You'll need that so you won't get lost in the Hundred Arce Wood!! Hooted Owl. "Tiggers don't get lost don't you know!" replied Tigger. "Oh come now, you never know when one might need a good map!" said Owl.



"Now Tigger, it's terribly simple! One simply presses LEFT or RIGHT on the Control Pad or Control Stick to move to different areas on the map." "Pressing the A BUTTON will take you to that area!" continued Owl. "But you can only go to those areas that are colored in on the map!" pointing at the first picture on the map. "If the areas aren't colored in, then I'm afraid you'll need to complete the previous level first!" he laughed.

"Oh I forgot to mention, when one is over an area on the map, small icons will detail the amount of Honey pots you need to collect on that level!"

"Here Tigger, this map is yours now!" said Owl handing him the map.
"Hmmmm," said Tigger, his interest now firmly on the pretty drawings.

Levels

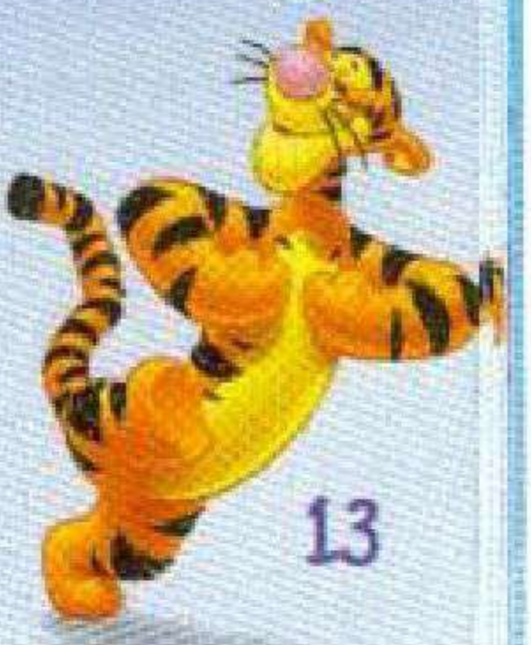
Level 1: And so the Adventure begins
Level 2: Night Tail
Level 3: Rabbit Says
Level 4: A Blustery Day
Level 5: Dark Trees and Busy Bees
Level 6: Pooh Sticks
Level 7: Beyond the Frog Pond
Level 8: Tigger. The Witch, and the Wardrobe
Level 9: Owl, Paper, Scissors

Collecting Honey

"What an exciting adventure," Tigger thought to himself while bouncing up a woodland path. All of a sudden, not looking which way he was going, Tigger bumped into Owl. "Oof!" exclaimed Tigger. "Ah Tigger old chap. Splendid day huh?" said Owl. "If you've manage to gain enough Honey Pots on each level I'll let you proceed to the next, or else I shall politely ask you to find more!"

Secret Areas

"Sch! Right!" said Gopher, appearing from the ground in front of a startled Tigger. "I thought I'd just pop over and give you a sch...helping hand, sch," said Gopher, looking heroic. "I've found lots of secret areas containing Honey Pots throughout these woods!"



"If you search around you'll find them! Ahhh...." and at the moment, Gopher fell straight into the hole he originally appeared from, the sound of pots and pans flying around the floor emanating from the hole. "Secrets you say," said Tigger rubbing his chin. "Well no time for goofin' off, gotta go and find Honey Pots, woo-hoo!" And with that Tigger bounced off into the Hundred Acre Wood in search of Honey.

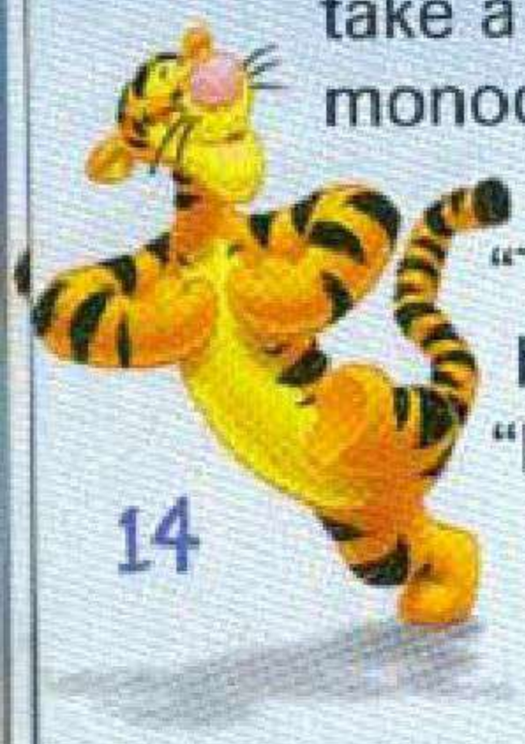
The Checkpoints

"W..w..what was that?" asked Tigger trembling, holding tightly to a strange wooden signpost–a Checkpoint. "Oh, silly Tigger, nothing to be afraid of," Christopher Robin warmly laughed. "Whenever you touch something nasty, you become frightened and lose a little butterfly." Christopher Robin knelt down in front of Tigger and pat him on the head. "And when you lose all your butterflies, don't worry, just run back to the last checkpoint and think of me." Then I'll be able to give you back all your courage and you'll be able to continue on," chuckled Christopher Robin.

The Family Photo Album

"Here you go old chap. Should you find any photographs throughout the Hundred Acre Wood, collect them and place them in this Photo-Album," said Owl, still fumbling around in the vast amount of items stored in his attic. "Why thanks-ya Owl," Tigger said, admiring his new present with wonder.

"Now if one remembers correctly, and I must say it has been some time!" coughed Owl "then TO OPEN the Album one simply moves the Control Pad or Control Stick Left or Right to flip through the pages," said Owl sipping his tea. "And if you want to take a closer look at the photographs then I suggest using a monocle...hoo yes indeed!"



"Tiggers don't use these monocle-thingys!! said Tigger, his interest solely on the sugar cubes on the table. "Really? My!" replied Owl.

"Ok try pressing the A BUTTON to Zoom In closer on a page and then press the A BUTTON again to Zoom Out," said Owl. "No monocle?!...how very odd..."

"So where do's ya find these photographs?" questioned Tigger, dropping a sugar cube into his tea. "Oh my dear boy, they are scattered all over the Hundred Acre Wood," laughed Owl. "Simply collect the three pieces to each photograph on each level and they'll appear in one's photo album! Now I do remember hearing once that there are three photographs to collect on each level, scattered around as nine separate parts!! said Owl, desperately trying to remember the story attached to it. "But you'll need to collect all the Honey pots on the level and help your friends whenever you see them first before the photograph parts are scattered!"

Owl leaned back in his big chair and looked towards the window. "Now did I ever tell you about the time"..., Tigger had already quietly slipped out the front door to search for photographs and of course Honey. As he bounced away from the treehouse, he could still hear the murmur of Owl continuing his story unaware that Tigger had left.

TIGGERTASTIC

Game Screen

Suddenly Tigger stopped. Roo was standing in front of him looking curiously towards the top of the screen. "What's up Roo-boy?" asked Tigger, now looking in the same direction. "Hello Tigger. Look at that," Roo said pointing towards the top right of the screen. "What is it?" asked Roo. "That's simple Roo-boy! The Number in the Honey Pot represents the amount of Honey I've collected on this

level and the Little Butterflies show how much courage I have left," Tigger laughed and continued "and the little picture shows how many parts of a photograph I have found. Woo-hoo!"

Tigger's C..C..C..Courage Meter

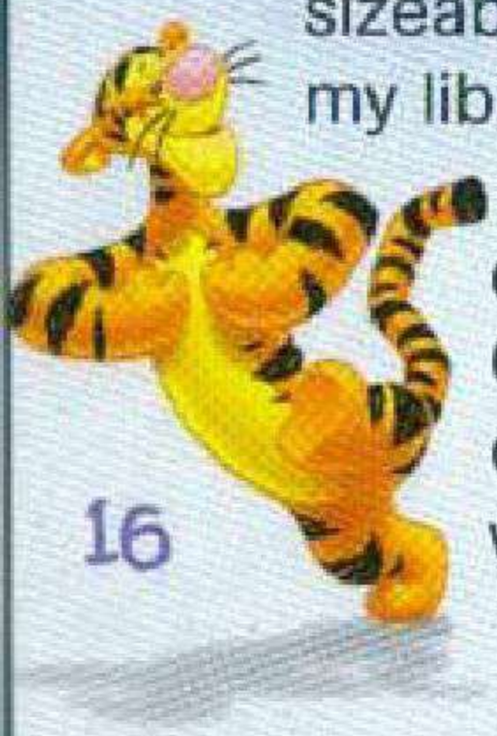
"Tigger, what is a courage?" asked Roo. "I'm not sure Roo-boy," said Tigger scratching his chin. At the very same moment Eeyore appeared from behind a grassy knoll. "That's simple," said Eeyore unenthusiastically. "Courage is what keeps ya from being afraid. When Tigger loses all his courage he'll run back to the nearest checkpoint."

"How does Tigger lose his courage?" asked Roo. "By touching brambles, woozles and other nasty things," said Eeyore slowly wandering off in the opposite direction. "That's redickulous!" said Tigger. "Us Tiggers are the bravest!" protested Tigger as he walked confidently towards a tree stump, head held high. "Nothing scares Tiggers! Grrr!" pronounced Tigger. "Not even hedgehogs...Argh! A hedgehog!..." he screamed, nearly stepping on a hedgehog that had popped out of the bush in front of him.

"A hedgehog!!!" Tigger cried again, running straight up a tree. Roo giggled to himself as the hedgehog looked up at the strange stripy orange creature trembling in the tree, smiled and continued to walk slowly to a pile of leaves on the opposite side of the path.

Controlling Tigger

Leaning back in his old chair, Owl pulled out volume four of 'Encyclopaedia Tiggerus'. "O-ho!" exclaimed Owl, opening the sizeable book. "I was perusing through some old volumes of my library and I happened to stumble upon "Genus Tiggerus'. Now it says here Genus Tiggerus, that's you Tigger, can control one's self by pressing the Directional Pad or Control Stick in the direction you wish to move," continuing "Simply push them in the direction one wishes to bounce!"



"Pressing the A BUTTON will cause one to bounce, whilst holding the A BUTTON down will gain one a little extra height! Marvellous don't you think? Now, one can Crouch by pressing the B BUTTON. Pressing the START BUTTON will pause the game," said Owl, curiously. "Pause...what an amusing thought!"

"Ahem...It continues that one will automatically grab onto a ledge if one fails to judge a jump correctly!" "Well, indeed!" he thought to himself. "One can change the controls from the 'controller' menu," concluded Owl, closing the large book with a thud. "Why, I do remember my uncle Terminus commenting on a controller menu once," said Owl, settling back deep into this chair, looking towards the ceiling. "Now what did he say, ah yes..." as Owl started to draw deeper into the Story, Tigger shuffled around in his chair.

Additional Abilities

"My," said Owl, startling Tigger, who had fallen a sleep in the chair. "It says here that Tiggers can earn abilities that they do not initially have. One can earn the Accordion Leap by winning a challenge on level three," Owl said thumbing through the pages. "Now lets see," mumbled Owl to himself. "It must say here how to perform these... ah, yes here we are!"

"To gain a little extra distance when one bounces, press the A BUTTON continuously," hooted Owl.

"Accordion Leap you say? Is' don't know that one..." he frowned. "Hah-hah," laughed Owl. "It's quite simple old boy. One can bounce higher by simply using one's tail to gain extra height. One simply holds one's finger on the A BUTTON to wind up the tail and releases it when one feels the time is right. Moving the Control Pad or Control Stick left or right allows one to direct one's bounces!" said Owl while showing Tigger a diagram from the old book.

"Tiggerific! Here goes...woo-hooooooooo..." shouted Tigger as he went flying out of the window of the Treehouse. Poor old Owl was left blinking in the dust. Owl questioned, "My, was it something I said?"

MAIN CHARACTERS

Winnie the Pooh

"What a silly old bear Winnie the Pooh is with both his body and head full of fluff. A simple bear that likes simple pleasures and none more so than Honey. So much so that Honey always manages to get Pooh into sticky situations.

Tigger

His top is made out of rubber, his bottom out of springs. He's bouncy, trouncy, flouncy, pouncy, fun, fun, fun, fun, fun. Always doing what Tiggers do best.

Rabbit

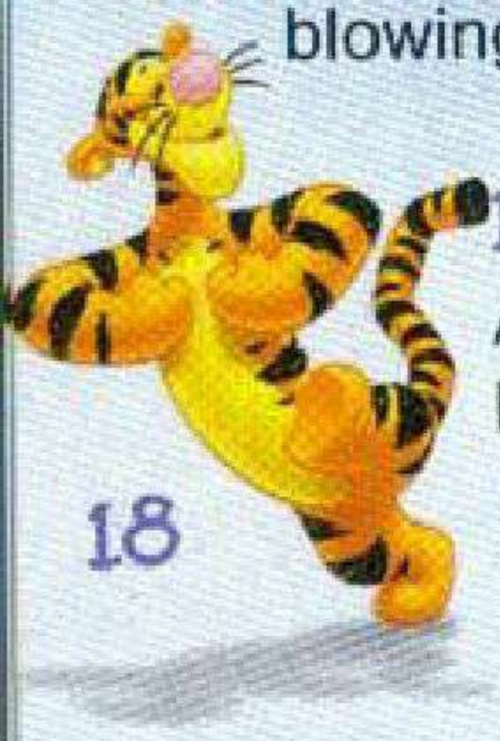
Old rabbit loves to organize things and tend to his beautiful garden. Well, that is until Tigger bounces along. He spends most of his day trying to avoid Pooh around lunchtime and being bounced by Tigger.

Owl

The wise old owl, an eloquent chap with knowledge to match his wealth of stories. An advocate of tea, everyone thinks of him as the wisest in the Hundred Acre Wood.

Piglet

A small timid animal, piglet is as nervous as he is intelligent. Pooh's best friend, whom he loves to spend his days playing Pooh sticks or blowing dandelions with.



Eeyore

An old donkey stuffed with sawdust who likes to keep to himself. He's certainly not the quickest in the woods, and he's always losing his tail.

Kanga

Mrs. Kanga goes to Pooh's house every Tuesday to teach him to jump!

Roo

Roo, the sweet offspring of Kanga, loves to play and imitate Tigger, his hero. And what a mentor to have! There's no better bouncer to have as a teacher.

Gopher

A builder, excavator, and demolition expert who never looks where he's going.

NON PLAYABLE CHARACTERS

Owl finally catches up with Tigger. "Tigger dear chap, there were a few things I forgot to mention! Be careful as you venture through the woods. There are some good as well as bad creatures out there! To mention a few..."

The Bees

"Firstly watch out for bees!" said Owl. "If you see any, run! Their sting isn't pleasant!"

Bats

"These drive one batty," laughed Owl, pleased with his humour. Tigger looked at him and frowned. "Hah-ha...ahem...yes quite. Anyway one must be wary of these flying nuisances!"

Hefalumps & Woozles

"My dear boy, Elephants and Weasels are tremendous beasts! They live in the far reaches of the woods and come in every shape and size..." "Heffalumps and Woozles you says?" interrupted Tigger rubbing his chin.

"No Elephants and Weasels," corrected Owl. "That's what I said," insisted Tigger "Heffalumps and Woozles." "Yes, quite," coughed Owl. "Be careful. They can be quite heavy! Lead it home by a string or it may come if you whistle!" laughed Owl.

Turtle

"Oh I say, a turtle! I remember someone telling me once about the many times they leaped on the back of turtles when they needed to cross the frog pond!" remembered Owl, placing his wing on his head. Tigger, excited by the prospect of the adventure, started bouncing towards the door. "Just simply leap on their backs and they'll carry you across!

CREDITS

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PIERRE BRACCONI

3D department manager
and wizard
EMRE YALINIZ

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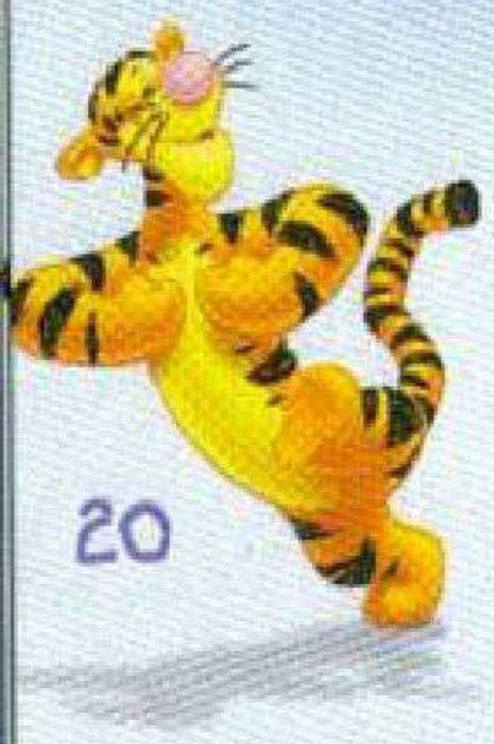

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SPECIAL THANKS TO:
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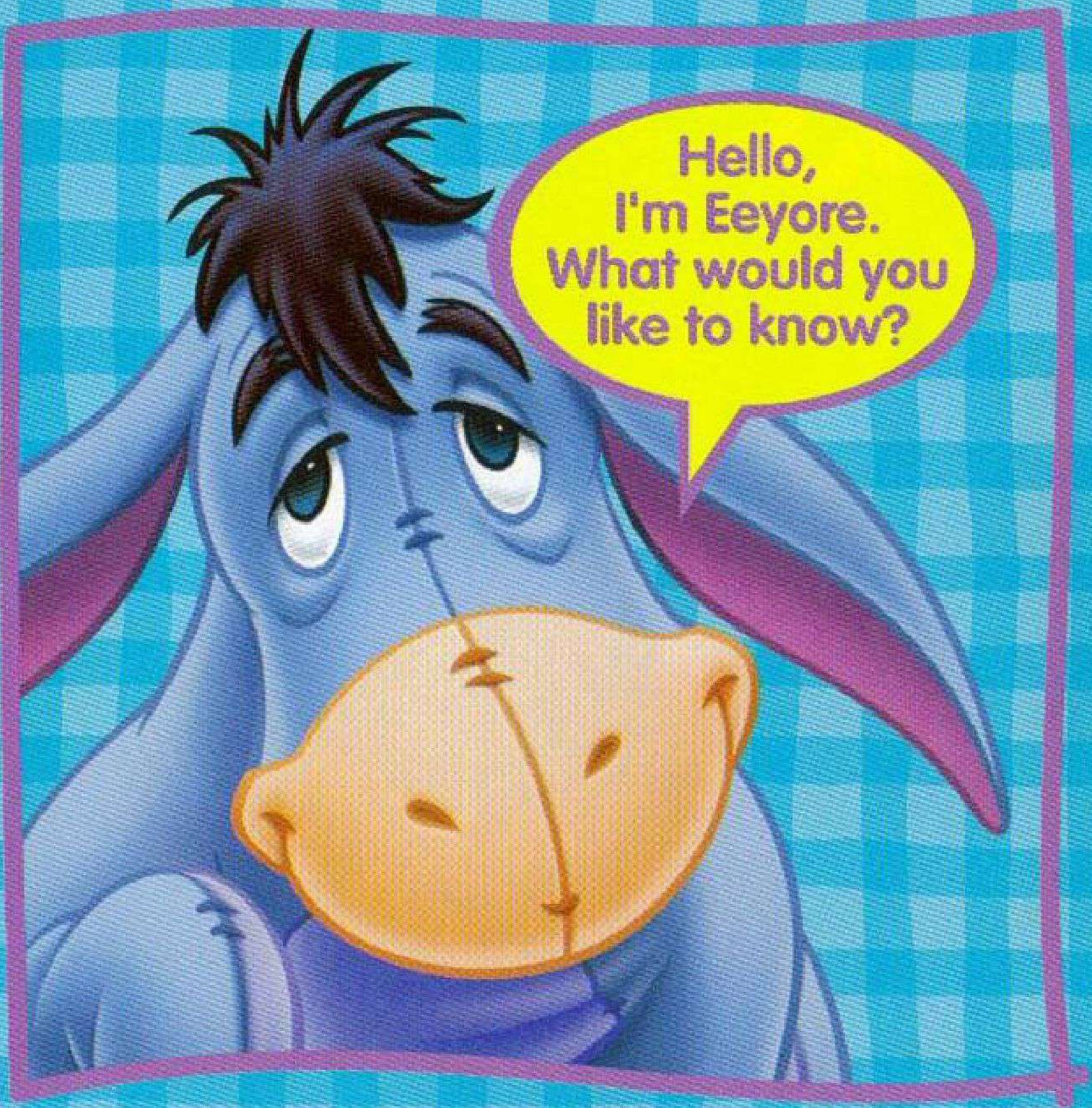
(BE HONEST, IT WAS FUN!),
SUE FULLER, JULIET NEES,
TODD NIELSEN, RICK
DEMPSEY, BETH GLENDAY,
RANDY COPPINGER, NED
LOTT, TAMI WEBSTER,
KATE FARMER, CATHERINE
DUPERRON, JENNIFER
WYATT, AND ALL IN THE
DISNEY INTERACTIVE
QA GROUP.

The

End

Ask Eeyore...

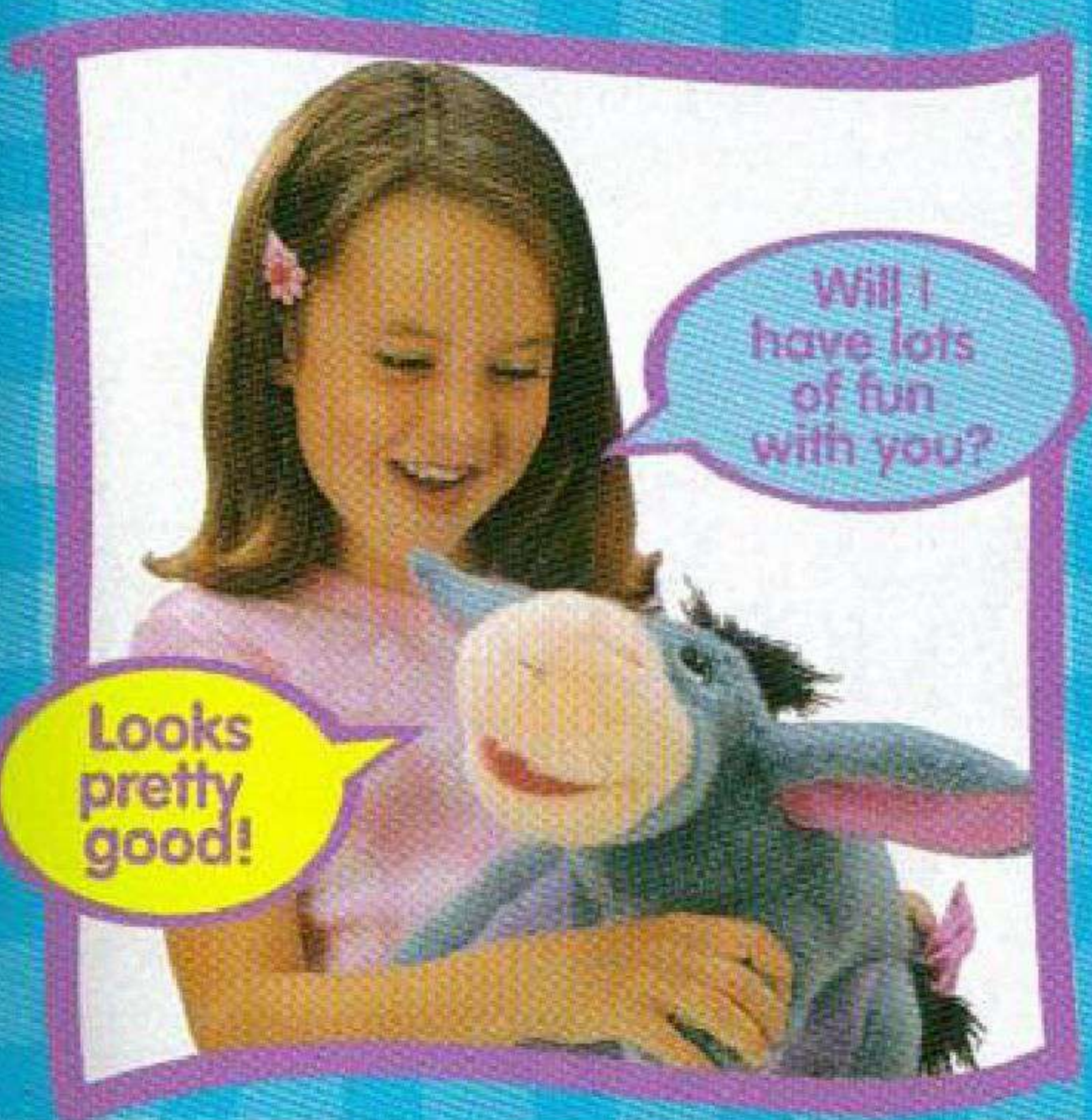


Eeyore's replies are always a hilarious surprise...so there's hours of fun in your future!

Disney's Winnie the Pooh

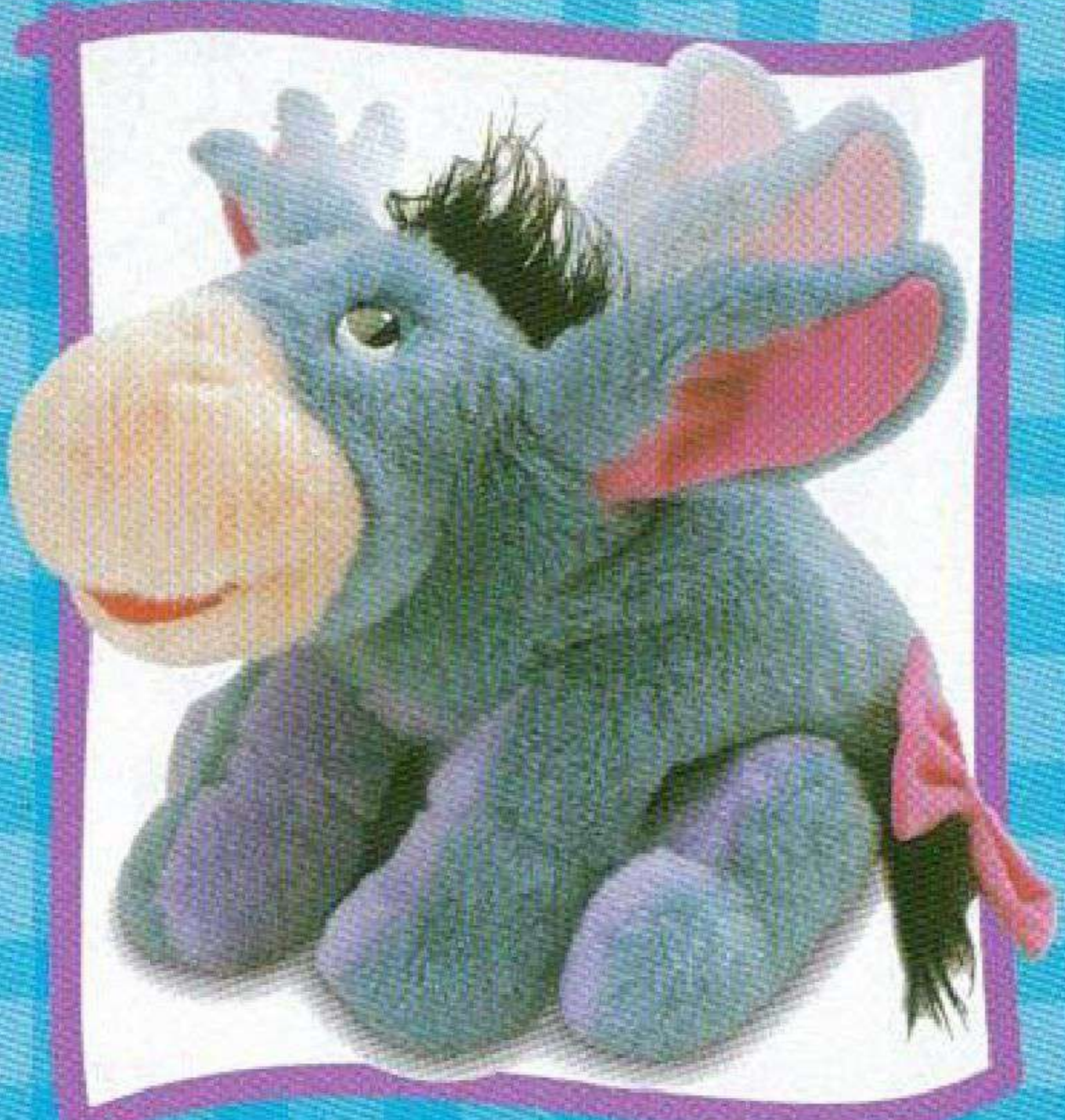
Ask Me More Eeyore

He has all the answers!



Squeeze Eeyore's left paw for a funny answer.

He may even ask you a question, too!



Eeyore's magical motion will amuse you!

Available wherever Fisher-Price products are sold!

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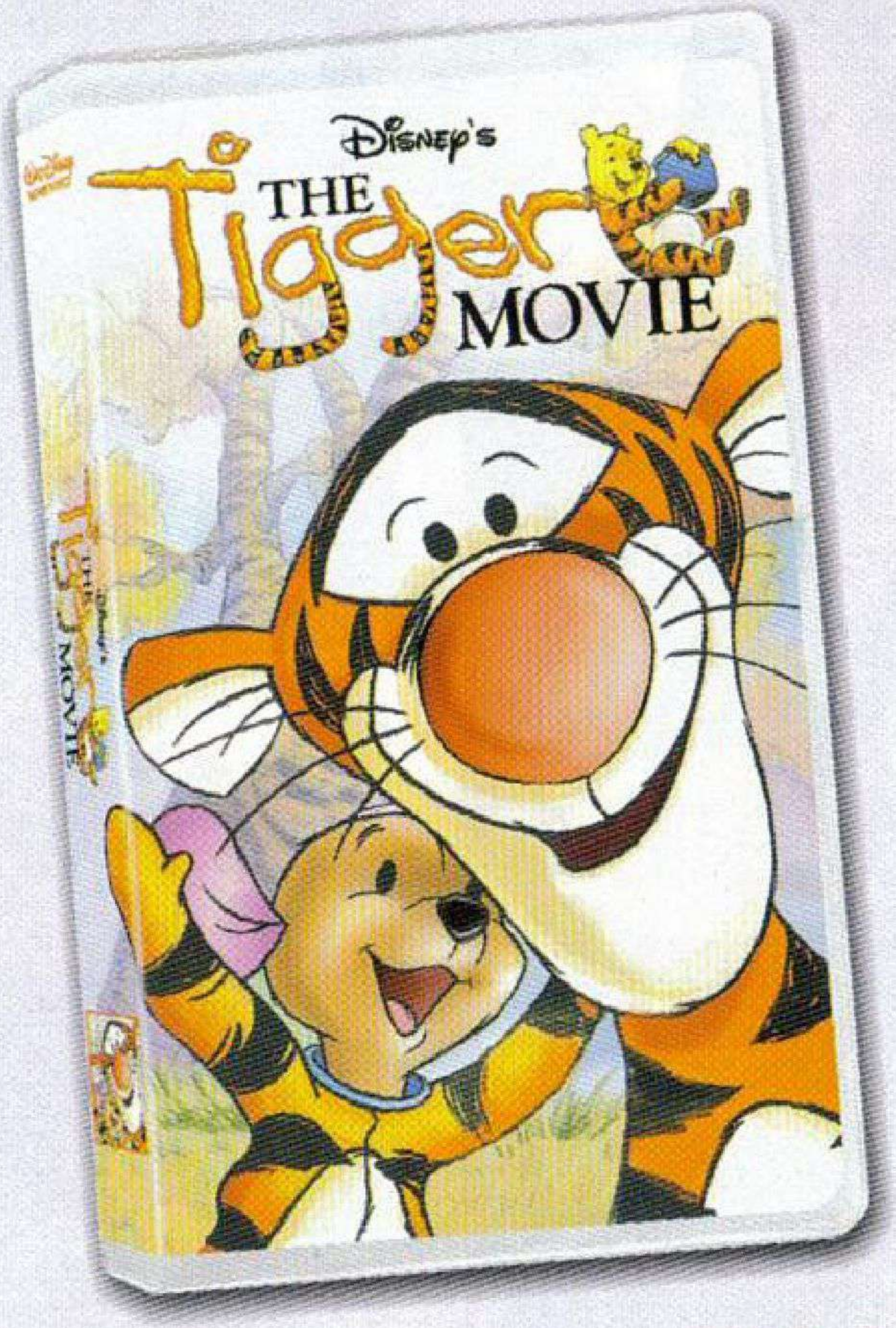
Bouncing From Theaters To Your Home August 22.



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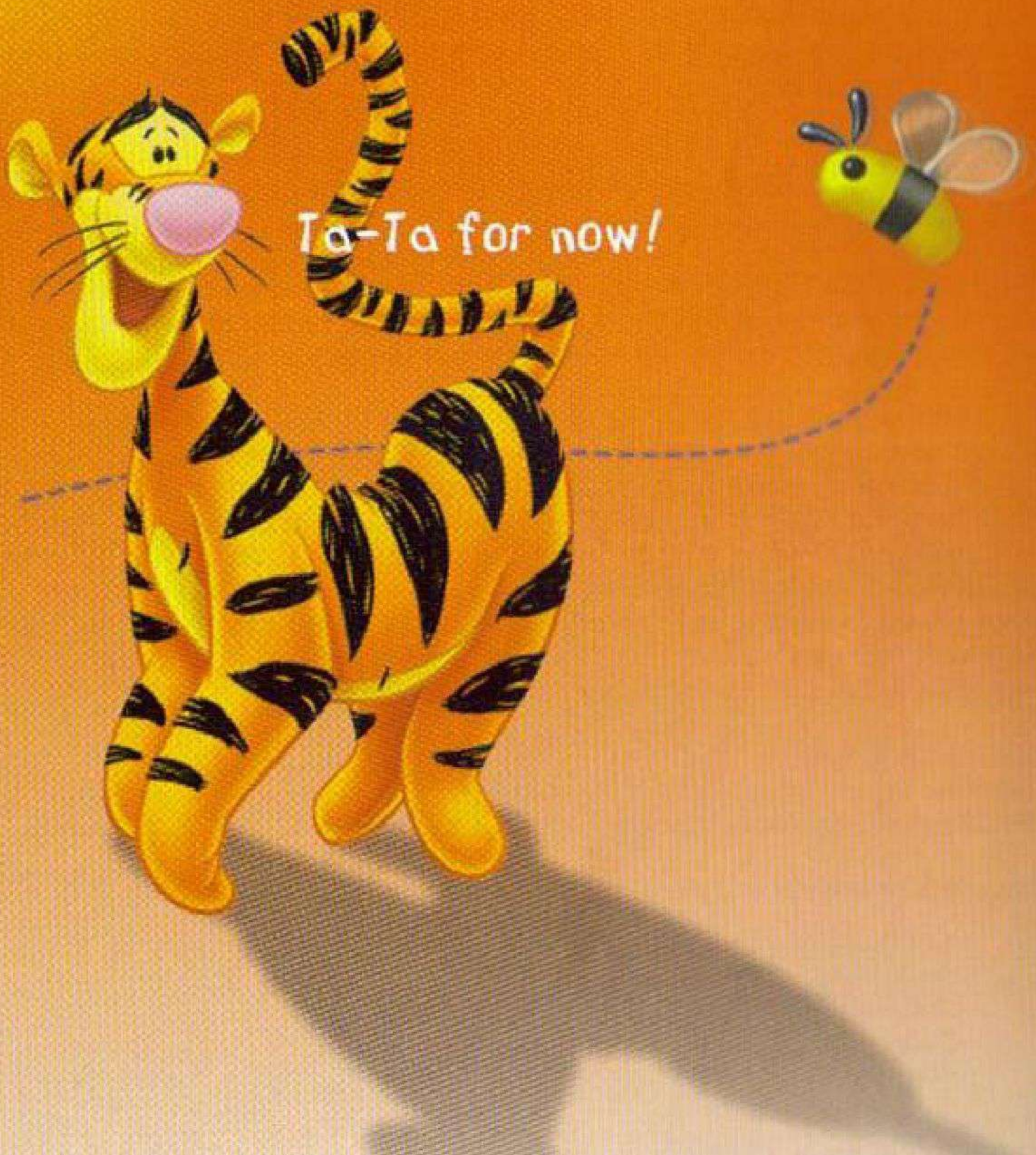

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